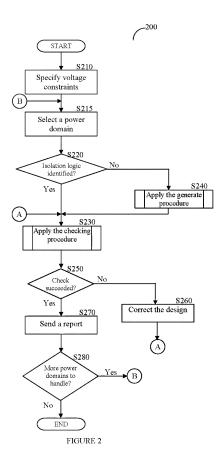
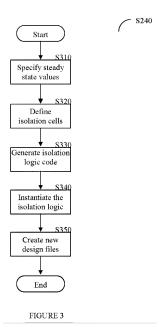
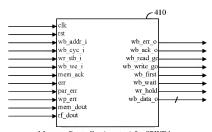


FIGURE 1 (PRIOR ART)



Page 26 of 32



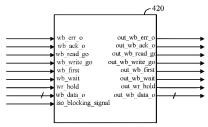


Memory Controller (mc\_top) for SPWD1

FIGURE 4A

```
4000
       module
        iso logic block for SPDW1 1(out wb data o.out wb ack o.out wb err o.out wb
        read go,out wb write go,out wb first,out wb wait,out wr hold,wb data o,wb ack
        o,wb err o,wb read go,wb write go,wb first,wb wait,wr hold,iso signal blocking);
4010
        input [31:0] wb data o;
4020
        input wb ack o;
4030
        input wb err o:
4040
        input wb read go;
4050
        input wb write go;
4060
        input wb first;
4080
        input wb wait :
4090
        input wr hold;
4100
        input iso signal blocking;
4110
       output [31:0] out wb data o;
4120
       output out wb ack o:
4130
       output out wb err o;
4140
       output out wb read go;
4150
       output out wb write go;
4160
       output out wb first;
4170
       output out wb wait;
4170
      output out wr hold;
4180
        wire iso signal blocking n;
4190
       assign iso signal blocking n = ~iso signal blocking;
4200
        assign out wr hold = iso signal blocking n & wr hold;
4210
        assign out wb wait = iso signal blocking | wb wait;
4220
        assign out wb first = iso signal blocking | wb first;
4230
        assign out wb write go = iso signal blocking n & wb write go;
4240
        assign out wb read go = iso signal blocking n & wb read go;
4250
        assign out wb err o = iso signal blocking n & wb err o;
4260
        assign out wb ack o = iso signal blocking | wb ack o;
4270
        assign out wb data o[31] = iso signal blocking n & wb data o[31];
4280
        assign out wb data o[30] = iso signal blocking n & wb data o[30];
4560
        assign out wb data o[2] = iso signal blocking n & wb data o[2];
4570
        assign out wb data o[1] = iso signal blocking n & wb data o[1];
4580
        assign out wb_data_o[0] = iso_signal_blocking_n & wb_data_o[0];
4590
       endmodule
```

FIGURE 4B



Isolation logic "SPWD1"



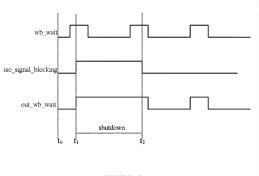
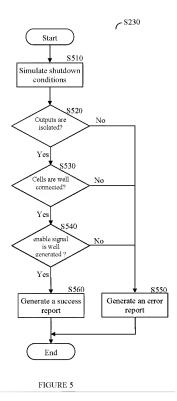


FIGURE 4D



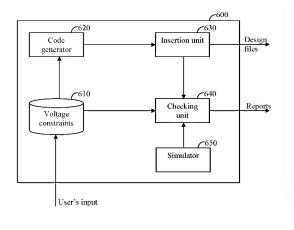


FIGURE 6